



FORM PTO-1449
U.S. DEPARTMENT OF COMMERCE
PATENT AND TRADEMARK OFFICE

APPLICATION SERIAL NO.: 09/844,881

GROUP ART UNIT: 2673

APPLICANT: Bharti Temkin

EXAMINER: N/A

FILING DATE: April 28, 2001

CONFIRMATION NO.: 1751

PRIORITY DATE: April 28, 2000

U.S. PATENT DOCKETS

EXAMINER INITIAL	DOCUMENT NO.	DATE	NAME	CLASS/SUB-CLASS	FILING DATE IF APPROPRIATE
BT	5,709,219	01/20/98	Chen et al.	128/782	—
BT	5,724,264	03/03/98	Rosenberg et al.	364/559	—
	5,737,505	04/07/98	Shaw et al.	395/119	—
	5,802,353	09/01/98	Avila et al.	395/500	—
	5,831,408	11/03/98	Jacobus et al.	318/568	—
	5,833,633	11/10/98	Sarvazyan	600/587	—
	5,844,392	12/01/98	Peurach et al.	318/568	—
	6,057,828*	05/02/00	Rosenberg et al.	345/156	—
	09/844,635	—	Temkin et al.	—	04/28/2001
BT	09/677,073	—	Temkin et al.	—	09/29/2000
BT	60/200,472	—	Temkin et al.	—	04/28/2000

FOREIGN PATENT DOCUMENTS

EXAMINER INITIAL	DOCUMENT NO.	DATE	NAME	CLASS/SUB-CLASS	TRANSLATION YES NO

OTHER DOCUMENTS
(Including Author, Title, Date, Pertinent Pages, etc.)

1. <i>BT</i>	Acosta, E. et al., "Development of a Haptic Virtual Environment," Proc. 12 th Symp. IEEE/Computer-Based Medical Systems CBMS-1999, June 19-20, 1999.
2. <i>BT</i>	Acosta, E. et al., "G2H - Graphics-to-Haptic Virtual Environment Development Tool for PC's," Medicine Meets Virtual Reality, Envisioning Healing, J. D. Westwood et al. (Eds), MMVR2000, January 27-30, 2000
3. <i>BT</i>	Watson, K. et al., "Development of Haptic Stereoscopic Virtual Environments," Proc. 12 th Symp. IEEE/Computer-Based Medical Systems CBMS, June 19-20, 1999.
4. <i>BT</i>	Stephens, B. et al., "Virtual Body Structures: A 3D Structure Development Tool from Visible Human Data", Medicine Meets Virtual Reality, Envisioning Healing, J. D. Westwood et al. (Eds), MMVR2000, January 27-30, 2000
5. <i>BT</i>	Burgin, J. et al., "Haptic Rendering of Volumetric Soft-Body Objects," The third PHANToM User Workshop (PUG 98), Oct 3-6, 1998 MIT Endicott House, Dedham, MA.

RECEIVED
MAR 21 2002
Technology Center 2600
2674

12001-104-
PENTAGON
PATENT & TRADEMARK OFFICE
MAR 14 2002
12001RECEIVED
2 of 2 MAR 21 2002
Technology Center 2600

6. <i>AV</i>	Acosta, E. et al., "Haptic Texture Generation: A Heuristic Method for Virtual Body Structures," 14th IEEE Symposium on Computer-based Medical Systems 2001, July 26-27, 2001
7. <i>AV</i>	Temkin, B. et al., "Virtual Body Structures," 3rd Conference, Visible Human Project, Washington, D.C., October 2000
8. <i>MN</i>	Marcy, G. et al., "Tactile Max: A Haptic Interface for 3D Studio Max," The third PHANToM User Workshop (PUG 98), Oct 3-6, 1998 MIT Endicott House, Dedham, MA.
9. <i>MN</i>	Vahora, F. et al., "Virtual reality and women's health: A breast biopsy system," The Conference of Physical & Informational Technologies: Options for a New Era in Healthcare, January 20-23, 1999.
10. <i>MN</i>	Vahora, F. et al., "Development of Real-Time Virtual Reality Haptic Application: Real-Time Issues," Proc. 12 th Symp. IEEE/Computer-Based Medical Systems CBMS-1999, June 19-20, 1999.
11. <i>MN</i>	Pocean, V.V. et al., "Computerized Collection and Analysis of HVI Data," Beltwide Cotton Conference, January 3-7, 1999.
12. <i>MN</i>	Pocean, V.V. et al., "Integration of Advanced Technology Into a Cotton Analysis and Decision Support System," Beltwide Cotton Conference, January 3-7, 1999.

EXAMINER*FRANCIS NGUYEN*DATE CONSIDERED*3/14/03*